M32/X32 Show Manager

https://sourceforge.net/projects/m32x32showmanager/

User Manual

Copyright (C) 2015
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- Music Group for creating the X32 and X-Air eco-systems and opening up the X32/X-Air specific OSC command language so that developers could provide enhancements beyond the standard capabilities of these amazing digital mixers.

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History and Purpose

When the X32 was initially launched, scenes were a method of storing snapshots of the consoles, then reloading those snapshots when required. A GUI (graphics user interface) in the form of a show list of up to 100 scenes was provided with basic functions of launching, editing, copy, paste, delete, importing, exporting, etc.

In January 2014, firmware 2.0 was released. A new approach (and GUI) was introduced that added snippets and cues to the scenes. Whereas scenes stored most all aspects of the X32, snippets were designed to store specific, focused aspects (eg. channel mutes) of the console. Cues provided a table-of-contents type list of a mixture of scenes and snippets.

After using this new show GUI, the potential and drawbacks became apparent. The flexibility of combining all-encompassing scenes with focused snippets made the cues a powerful tool. But it quickly became apparent that changing any aspect of these cues, scenes and snippets was awkward, difficult, or occasionally near impossible. For this reason, the Show Manager was developed.
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Installation and Setup

The Show Manager app is a self contained executable program developed and compiled using the Lazarus and Free Pascal open source development environment. Unzip the files to a folder and run the Show Manager app. For some linux flavors, you may need to make the file an executable.

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Quick Start Guides

Import an existing show file

- Goto the **Cues** page (tab).
- Using the **Import Show File**, select an existing show file that was created using the X32 console or the X32-Edit app.
- Import this show file into Show Manager. The show name will be displayed in the middle and the **Export Show File** will be identical to the imported filename.

Create a new show file

- Goto the **Scenes** screen and import the desired scenes.
- Goto the **Snippets** screen and import the desired snippets.
- Goto the Cues screen. Enter cue indexes, names by clicking on the cell and enter the data
- Toggle **Skip** by clicking on the cell.
- Assign scenes and snippets to each cue by double clicking on the cell, then selecting (right down arrow) the desired scene or snippet from the dropdown list.

Edit Cue List

- As the **Show Name** is changed the **Export Show** filename will change accordingly.
- Cues can be reorganized by selecting the left number (far left column) and dragging it up or down the list.
- The **Index** numbers can be changed by either double clicking in the cell and typing in the number or set of numbers (delimited by dots – eg. 25.3.1) or select the cue and use the **Index Level** 3 spin edits (to the right).
- These indexes can then be **Sorted** in numerical order.
- The **Reindex** changes the indexes as per the **Increment** and the first (L1) spin edit. This feature is explained in more detail in the **Cues** screens page (page 5)
- **Cue Names** can be added or changed by double clicking in the cell and making the desired changes.
- The **Skip** can be toggled by clicking on the cue skip cell.
- **Scene** and **Snippet** assignments can be assigned or changed by double clicking in the cell and selecting (right down arrow) the desired scene or snippet from the dropdown list.

Edit Scenes list

- Scenes can be imported to the current position on the list using the **Import Scene file** on the header. The current scene can also be exported using the **Export Scene file**
- Scenes can be reorganized by selecting the left number (far left column) and dragging it up or down the list. As these change, the scene dropdown list and current assignments in the cue list are automatically updated.
- The **Title** and **Desciption** fields can be added or edited by double clicking on the cell and entering in the data.
- The list can be sorted by the name or descriptions column.
- The various safes can be toggled on/off by clicking on the appropriate cell.

Edit Snippet list

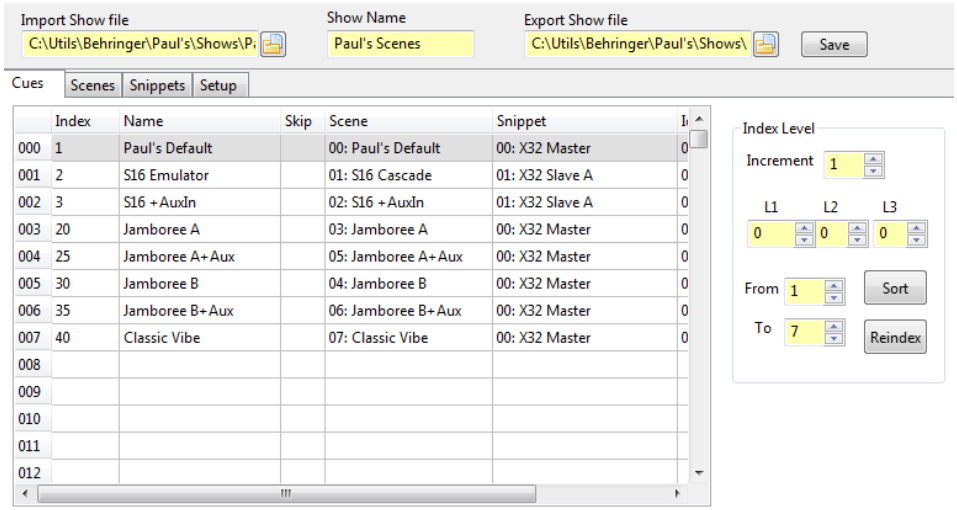
- Snippets can be imported to the current position on the list using the **Import Snippet file** on the header. The current snippet can also be exported using the **Export Snippet file.**
- Snippets can be reorganized by selecting the left number (far left column) and dragging it up or down the list. As these change, the snippet dropdown list and current assignments in the cue list are automatically updated.
- The **Name** field can be added or edited by double clicking on the cell and entering in the data.
- The list can be sorted by the name column.
- The OSC commands of the current snippet can be added, deleted, edited, etc. in the memo field to the right of the snippet list. Changes can also be done using the Find and Replace functions.

Export the modified show file

- Goto the **Cues** page (tab).
- Change the **Show Name** as desired. This will automatically change the export filename accordingly.
- Using the **Export Show File**, select the location and name of the desired show file.
- Click on the **Save** button to actually export the show file.

Screens

Cues



Import Show file: If an existing show file is to be imported into Show Manager, click on the small folder icon to the right of the edit field.

Show Name: If a show file is imported, the show name will be added here. This can be changed at any time by selecting and typing the desired change

Rearranging Cues: To change the location of a cue in the list, select the left cue number and drag it up or down to the desired destination.

Index: This is the cue index number in the form of level1 (dot) level2 (dot) level3. These can be changed using the **Index Level** spin edits to the right, or by double clicking the cell and entering the index directly.

Cue Name: This can be added or changed by double clicking on the cell and entering the desired name.

Skip: This can be toggled by clicking on the cell

Scene: This can be assigned by double clicking the cell, then selecting (right down arrow) the desired scene from the dropdown list

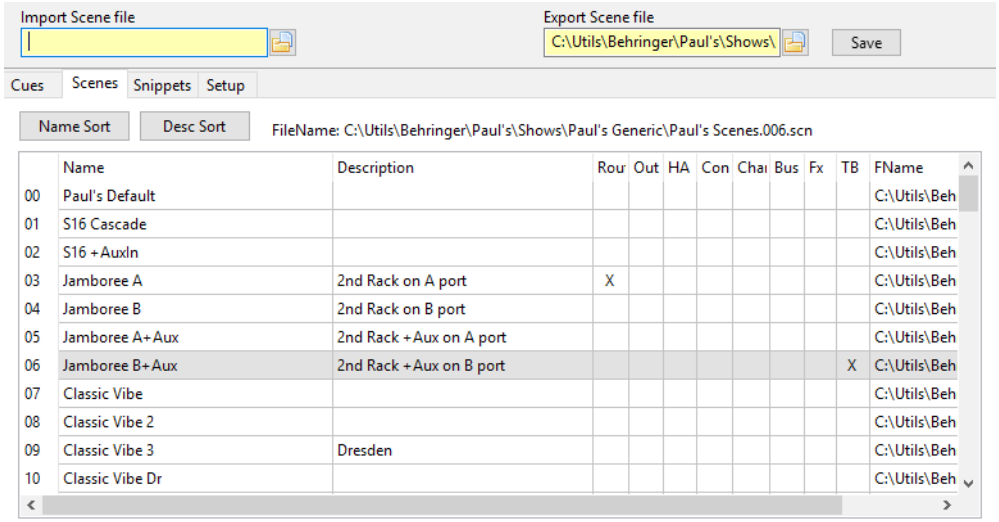
Snippet: This can be assigned by double clicking the cell, then selecting (right down arrow) the desired snippet from the dropdown list

Index Level: This section has a two-fold purpose. The 3 side-by-side spin edit can change the current index by increase/decrease the appropriate values. The first spin edit (L1) will be increased by the increment value. These values can also be directly changed by highlighting the value and entering in the new value.
The other purpose is to provide beginning and incremental values for the reindex function (see below).

Sort: .This will attempt to resort the cues by these index levels, similar to how the X32 cue GUI resorts when an index is changed.

Reindex: .This will attempt to completely re-index the cue list using the level 1 spin edit value as the beginning cue index, then increment subsequent cues using the **Increment** spin edit value. It will try and maintain the same sequence of levels 1, 2 and 3. This algorithm may need further tweaking to produce consistent desired results. After the re-index, if an index is not correct, simply edit it and make the correction.

Scenes



Import Scene file: Click on the small folder icon to the right of the edit field to import the desired scene file to the current scene list location. It will then read the file and populate the Title, Description and the applicable safes. The Export Scene filename will be made identical to the import filename.

Rearranging Scenes: To change the location of a scene in the list, select the left scene number and drag it up or down to the desired destination. As these change, the scene dropdown list and current assignments in the cue list are automatically updated.

Changing Title & Description: These can be added, changed or erased by double-clicking the appropriate cell and make the change.

Sorting by Name or Description: The list can be sorted by the name or description column by clicking on the appropriate button.

Toggling Safes: To toggle safes on/off, click on the appropriate cell.

Export Scene: To save the current scene, simply click on the Save button. To export to another file, click on the small folder icon to the right of the Export Scene edit box and select the location and name of the file.

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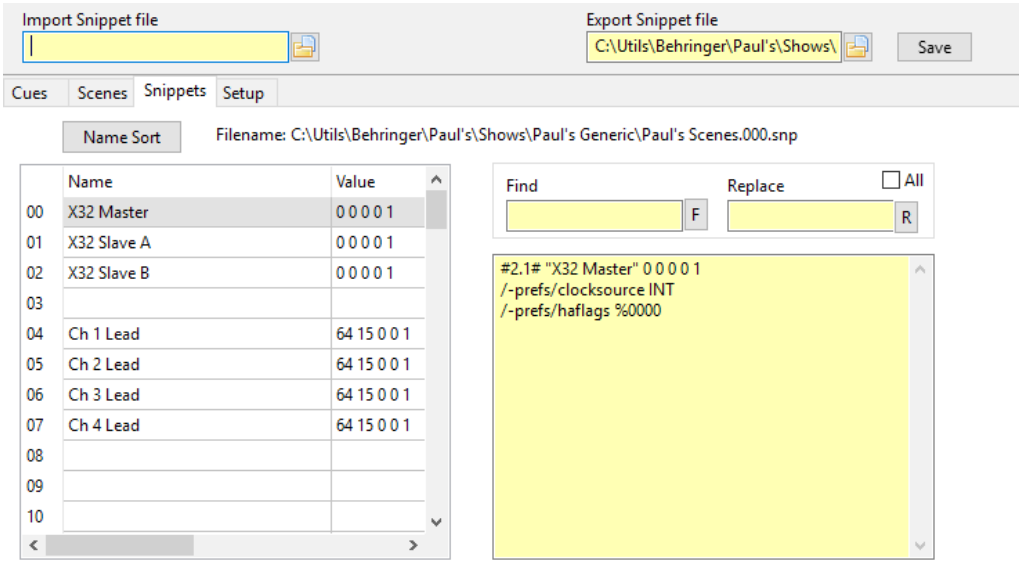
Snippets



Import Snippet file: Click on the small folder icon to the right of the edit field to import the desired scene file to the current scene list location. It will then read the file and populate the Title, Description and the applicable safes. The Export Scene filename will be made identical to the import filename.

Rearranging Snippets: To change the location of a snippet in the list, select the left snippet number and drag it up or down to the desired destination. As these change, the snippet dropdown list and current assignments in the cue list are automatically updated.

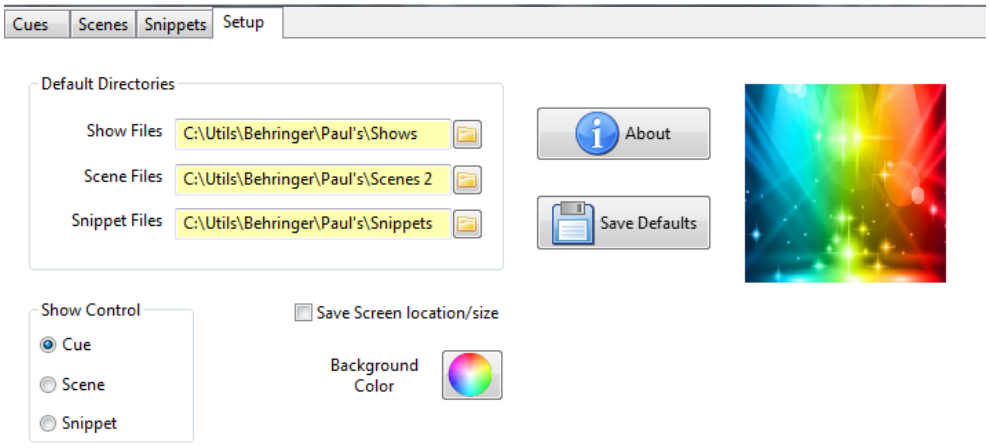
Changing Name: This can be added, changed or erased by double-clicking the appropriate cell and make the change.

Sorting by Name: The list can be sorted by the name column by clicking on the Name button.

Changing the snippet: The snippet itself can be edited in the memo to the right of the snippet list. Standard editing functions (cut, copy, paste, etc.) are available by right clicking or using standard shortcuts. Find and Replace can also be used.

Export Snippet: To save the current snippet, simply click on the Save button. To export to another file, click on the small folder icon to the right of the Export Snippet edit box and select the location and name of the file.

Setup



This screen allows the user to customize the Show Manager app by changing colors, show/scene/snippet file location, screen size and location, etc. then saving these as defaults to the ShowManager.ini file.

Default Directories: Select the appropriate directories for each of the file types.

Show Control: This functions in the same manner as on the X32. When Show Manager is launched, it will go to the screen indicated by this value.

Save Screen location/size: If selected when saving defaults, screen position and size of Show Manager will be saved.

Background Color: Choose the background color of all editable fields (other than the lists).

About: This launched a dialog box that provides info of the app such as version number, copyright, etc.

Save Defaults: This will save all defaults to ShowManager.ini in the same folder as Show Manager. These defaults will be loaded the next time Show Manager is launched.

Glossary

- **OSC Protocol**: Open Sound Control (OSC) is a protocol for communication among computers, sound synthesizers, and other multimedia devices that is optimized for modern networking technology. The X32 is based Behringer's implementation of this protocol, as defined in the OSC Remote Control Protocol v1.01 (Oct 17, 2012). This has recently been updated by Patrick-Gilles Maillot with his X32 OSC Protocol. Both scenes and snippets use multiple value OSC commands.
- **Scenes**: These typically comprise of over 2000 lines of multi-value type OSC commands. They store nearly all aspects of the X32 and can be saved and recalled when necessary.
- **Snippets**: These are typically much smaller OSC command files that provide a focused desired change to the X32, such as mutes, etc. These can be as simple or as complex as necessary to make specific changes. They can be saved and recalled as necessary. Since they are in ASCII format, they can easily be edited using a text editor or the X32 Scene Parser.
- **Cues**: These comprise a combination of scenes and snippets to provide a table-of-content type list that can be launched as required during an event (gig).